



SP Pancake when viewed from the back of the shooter

0 LDT	1 LDT	2 LDT	3 RDT	4 RDT	5 RDT
6 SHOOTER	7 SHOOTER	8 INTAKE	9 AGITATOR	10 CLIMBER	11 empty

PDB Assignments

		Intake	8	PWM – RIO/M.B.		Intake	8
LDT	0, 1, 2	Agitator	9	LDT	0, 1, 2	Agitator	9
RDT	3, 12, 13	Climber	10	RDT	3, 4, 5	Climber	17
Shooter	14,15	Empty	11	Shooter	6, 7	Empty	18

Manifold assignments on PCM

0	CIMS	1
2	SHOOTER	3
4	RAMP	5
6	MANIPULATOR	7

Controller Slots

Buttons:

A = 1 LB = 5
 B = 2 RB = 6
 X = 3 BACK = 7
 Y = 4 START = 8
 LJ = 9
 RJ = 10

Axis:

LX = 0
 LY = 1
 LT = 2
 RT = 3
 RX = 4
 RY = 5

Leonard's Controls

shooter = RT
 intake = a and b
 agitator = x
 climber = LT
 hood = back
 ramp = RB (AR)
 manipulator = LB (AR)